

Chapter 1: Setting objectives and providing feedback

Websites	Apps	Other
Google Docs	eClicker (www.bignerdranch.com/software/mobile/eclicker) - iTunes store	Kidspiration (G: K-5)
Poll Everywhere (www.PollEverywhere.com)	Intro to Math and Intro to Letters by Montessorium (http://montessorium.com/)	Inspiration/ Webspiration
Survey Monkey (www.surveymonkey.com)	Flashcards Deluxe by OrangeorApple.com (http://orangeorapple.com/Flashcards/)	MindMeister (program)
Google Forms (www.google.com/google-d-s/forms)		Socrative (Program) (www.socrative.com)
Naval History and Heritage Command (www.history.navy.mil/special%20highlights/wwiipacific/wwiipac-index.html)		Mr. Mackey's Science Blog (http://mrmackeyscience.blogspot.com)
Rubistar (http://rubistar.4teachers.org)		The Edublogger: Check Out These Class Blogs! (http://theedublogger.com/check-out-these-class-blogs/)
Teach4Learning (http://myt4l.com/index.php)		Learning is Messy (http://learningismessy.com/blog)
BrainPop Jr (www.brainpopjr.com/science/animals)		Vantage Learning (grading software)
Sheppard Software (www.sheppardsoftware.com)		Maplesoft (grading software)
Schooltube.com (instructional media platform)		Educational Testing Service (grading software)
Vimeo.com/videoschool (instructional media platform)		SAGrader (grading software)
Facebook www.facebook.com (instructional media platform)		Palasoftware Inc.'s MathBoard
Voice Thread www.voicethread.com (instructional media platform)		Google Sites (http://sites.google.c

		om)
Math Playground (site) (www.mathplayground.com/index.html)		Wikispaces (www.wikispaces.com)
ExploreLearning (www.explorellearning.com)		PBworks (http://pbworks.com)
Cut the Knot (www.cut-the-knot.org/games.shtml)		Moodle (www.keytoschool.com/moodle/)
BrainPOP (www.brainpop.com)		
BBC Skillswise (www.bbc.co.uk/skillswise)		
Skype (www.skype.com)		
iChat (Mac Only) (www.apple.com/macosx/apps/all.html#ichat)		
Google Video Chat (www.google.com/chat/video)		

Chapter 1 Resource Descriptions:

1. **Survey Monkey:** This survey site enables anyone to create online surveys quickly and easily. It has a free basic service that provides most of the features a teacher would need to survey students.
2. **Poll Everywhere:** This site allows for real-time display of survey results. Participants can vote using either computers or cell phones.
3. **Socrative:** This program allows teachers to create surveys, quizzes, and polls.
4. **eClicker:** Available in the iTunes store, this app allows teachers to create quizzes and surveys and lets students vote using their own iOS devices and a free participant app.
5. **Google Forms:** This free tool from Google, available in the Google Docs program, allows users to create surveys or questionnaires and send the link to participants. The resulting data fill in a Google Spreadsheet. The user can then view a summary of the responses in graphic form.
6. **RubiStar:** This is a tool to help the teacher who wants to use rubrics but does not have the time to develop them from scratch. RubiStar provides generic rubrics that you can print and use for many typical lessons. It also provides these generic rubrics in a format that can be customized. You can change almost all suggested text in the rubric to make it fit your own objectives.
7. **Tech4Learning:** This site has a number of predesigned rubrics on a variety of topics as well as a rubric generator you can use to create your own.
8. **Mr. Mackey's Science Bag:** This science class blog is linked to a comprehensive website used for all aspects of teaching 8th grade science. The blog is used to post current events, news, commentary, and useful links.

9. **The Edublogger:** This collection of exemplary class blogs is regularly updated.
10. **Learning is Messy:** The teacher who runs this site, Brian Crosby, shows how he uses blogs to provide students with feedback and help them create digital portfolios.
11. **Intro to Math and Intro to Letters by Montessorium:** These apps replicate several didactic materials that are commonly found in Montessori classrooms to help students learn letters and numbers.
12. **Flashcards Deluxe by OrangeorApple.com:** This app allows students to create their own virtual flashcards for any subject. When students use the flashcards, the app provides them with feedback on whether they answer correctly immediately, hesitate before answering correctly, or answer incorrectly.
13. **Math Playground:** This action-packed site for K-6 students provides engaging games that encourage students to challenge themselves.
14. **ExploreLearning:** This web resource is for 3-12 grade students and teachers. ExploreLearning allows students to use “gizmos” – virtual manipulatives – to experiment in science and mathematics. After going through a guided tutorial using the gizmos, the students take a short quiz. Their answers are assessed and they receive detailed feedback. Although ExploreLearning is a subscription site, a free 30-day pass is available upon sign-up. ExploreLearning’s research shows that computer-based simulations are the ideal medium for conveying information in math and science (Cholmsky, 2003)
15. **Cut the Knot:** This site is for teachers, parents, and students who seek engaging mathematics. It’s a repository of nearly 700 applets that illustrate mathematical concepts. An applet is a software component that runs in the context for another program – a web browser, for example. An applet usually performs a very narrow function, and it will run on any computer’s browser.
16. **BrainPOP:** This subscription-based resource has short Flash movies on a wide variety of topics in science, social studies, mathematics, English, health, and technology. The movies use clear animation to demonstrate concepts and highlight new vocabulary. After watching a movie, students can take a brief quiz and email the results to their teacher, or they can rewatch the movie and retake the quiz as many times as they need to do so. BrainPOP also features some free movies and a free trial.
17. **BBC Skillswise:** This website provides fact sheets, interactive applets, games, and quizzes in mathematics and language skills for grades K-6. Each quiz is broken into three levels so that students can advance as they learn the skill. This is especially helpful for teachers looking to provide differentiated instruction and assessment.
18. **Google Sites:** Google makes creating a free classroom website a simple and intuitive experience. Once at the site, just click CREATE, select from among their templates offered, and fill out the necessary fields.

19. **Wikispaces:** Wikispaces is a place for people to easily build web pages together. Anyone can join the site for free, create a space, and begin contributing within a matter of minutes.
20. **PBworks:** This is a user-friendly wiki service site. Once at the site, click EDUCATION for information regarding classroom use. Free sites allow for up to 2 gigabytes of storage and 100 users. More storage space is available for a fee.
21. **Moodle:** Moodle is a hosting program that allows teachers to create online courses for their students. The system is free and popular worldwide.

Chapter 2: Reinforcing effort and providing recognition

Websites	Other
Rubistar	Print Certificates (http://www.billybear4kids.com/show/awards/certificates.html)
Survey Monkey	
Micropoll (http://micropoll.com)	
Artsonia Kids' Art Museum (www.atsonia.com)	
The National Gallery of Writing (http://galleryofwriting.org/galleries/galleries-of-ncte)	
Writing Lesson of the Month Network (http://writinglesson.ning.com/group/publishingstudentwriting)	
Kennedy High School Art Gallery (http://www.kenn.cr.k12.ia.us/gallery/artgallery/index.asp)	
Mr. Riggs Art Showcase (http://web.me.com/art911/artist911/welcome.html)	
PS22 Chorus (http://ps22chorus.blogspot.com/)	
New Technology High School Student Portfolios (www.newtechhigh.org)	
Exemplars K-12 (www.exemplars.com)	
Global WRITeS (www.globalwrites.org)	
Dream Yard (www.dreamyard.com)	

Chapter 2 Resource Descriptions:

1. **Artsonia Kid's Art Museum:** Here you'll find an excellent example of an art showcase where students can share their artwork. At the time of this writing, the site hosts over 13 million pieces by children from all over the world. Teachers are welcome to submit student artwork or lesson plans.
2. **The National Gallery of Writing:** Run by the National Council of Teachers of English, this website showcases a vast assortment of writing samples –

- letters, memoirs, lists, poems, podcasts, essays, short stories, instructions, reports, editorials, biographical sketches, speeches, and other types of texts – with the stated aim of providing a mosaic of writing in the United States.
3. **Writing Lesson of the Month Network:** This website offers peer-reviewed K-12 writing lessons matched with examples of student work.
 4. **Kennedy High School Art Gallery:** This fantastic collection of high school student art is from Cedar Rapids, Iowa, and includes animations, sculpture, photography, drawings, paintings, and digital art.
 5. **Mr. Riggs Art Showcase:** Colorado art instructor Mr. Riggs created this site to showcase the work of his K-8 students.
 6. **PS22 Chorus:** This Webby award-winning website showcases video clips of performances by the 5th grade chorus at PS22 in Staten Island, New York.
 7. **New Technology High School Student Portfolios:** All students at New Technology High School in Napa, California, are required to post student work portfolios. Click the STUDENT WORK tab to find exemplars from many past and current portfolios.
 8. **Exemplars K-12:** This site features teacher assignments alongside benchmarked student work samples, classroom-tested standards-based assessment materials keyed to national standards, and rubrics for mathematics, science, and language arts.
 9. **Global WRITeS:** This is the official website for the Global WRTieS project. Users can find more information about the project, examples of student work, and research data.
 10. **DreamYard:** DreamYard is an innovative arts-in-education organization that integrates the arts into the curricula of elementary, middle, and high school students. On this website, users can find out more information about DreamYard and about lesson plans and student artifacts.

Chapter 3: Cooperative learning

Websites	Apps	Other
Rubistar	FaceTime (www.apple.com/mac/factime)	Wikis
Facebook	Syncpad (http://mysyncpad.com)	Google Sites (http://sites.google.com)
Glogster (www.glogster.com)	Evernote (www.evernote.com) iTunes Store	School Fusion (http://schoolfusion.com)
Ning (www.ning.com)	Google Apps For Education (www.google.com/educators/p_apps.html)	Intuit Website Builder (software) (www.intuit.com/web-site-building-software)
PB Works (http://pbworks.com)		Jason Project

		(www.jasonproject.org)
TypeWith.me (http://willyou.typewith.me)		DoodleToo (program) (www.doodletoo.com)
TitanPad (http://titanpad.com)		Google Calendar (www.google.com/calendar)
Quest Garden (http://questgarden.com)		Civilization V (www.civilization5.com)
WebQuest Taskonomy (http://webquest.sdsu.edu/taskonomy.html)		Girls Inc. Team Up (www.girlsinc.org/gc/page.php?id=6.2)
Zunai WebQuest Maker (www.zunai.com)		The Sims (http://thesims.ea.com)
ePALS (www.epals.com)		Google Bookmarks (www.google.com/bookmarks)
The Teachers Corner (www.theteacherscorner.net/penpals)		Delicious (www.delicious.com)
Diigo (www.diigo.com)		Evernote (www.evernote.com)
Blackboard (www.blackboard.com)		Moodle (http://moodle.org/)
Jigsaw Classroom (www.jigsaw.org)		
The University of Wisconsin-Stout (www.uwstout.edu/soe/profdev/rubrics.shtml)		

Chapter 3 Resource Descriptions:

1. **Google Sites:** Google Sites is a free service that allows students and teachers to create websites for any purpose. Many students use them as online portfolios. These sites can be open to the public or set so that only students and teachers who are registered for Google Apps through their school can see the pages. The websites can have single or multiple authors and are easy to create using a wide range of web page templates.
2. **SchoolFusion:** On this website, teachers can easily create robust web pages and blogs called Fusion Pages. A teacher-friendly interface makes the process of editing, adding, and updating content simple. When users join a Fusion Page they are automatically given a unique calendar and access to Web 2.0 collaboration tools. This safe online community keeps students engaged, learning, and collaborating.

3. **Ning**: Ning appeals to educators who want to create closed social networks for their classrooms or organized around specific interests. Features of the site include user controls, forums, document and video posting, blogs, photo albums, and an events calendar.
4. **Intuit Website Builder**: This inexpensive software allows you to design and build a website in minutes even if you've never attempted to create one before. It's easy to use the design tools by dragging and dropping text, images, and other elements. Intuit offers hundreds of fully functional, navigation-ready website templates featuring multiple pages and sample text that you might easily use in your own site.
5. **PBworks**: This cloud-computing service can help educators create a resource page for class notes, presentation slides, schedules, policies, and examples of student work. For group projects or student portfolios, students can build collaborative pages, start discussions, post content, upload homework, and share their work. For parent outreach, teachers can post assignments, key dates, and volunteer lists.
6. **TypeWith.me**: This simple, free online resource allows multiple users to take notes, summarize, and chat together in real time. Each user's contribution is designated with a unique highlight color.
7. **TitanPad**: This free resource offers the same features as TypeWith.me
8. **FaceTime**: This app, available from the iTunes store, allows seamless audio and video communication between two parties using Macintosh devices or laptops.
9. **Syncpad**: This app, also available from the iTunes store, allows multiple students to simultaneously draw on a virtual whiteboard using their Macintosh devices.
10. **DoodleToo**: This program also available as an app from the iTunes store, allows multiple users to collaborate by drawing, writing, and chatting.
11. **Google Calendar**: Shared calendars allow students to organize group activities from home as well as from school. Teachers can monitor student groups remotely this way as well. One of the most popular calendar-hosting sites is Google Calendar which allows participants to view and edit group calendars.
12. **Quest Garden**: This website hosts a variety of examples and tools to help teachers get started using and creating WebQuests.
13. **WebQuest Taskonomy**: Here, you'll find a taxonomy of the 12 most common types of WebQuest tasks.
14. **Zunai WebQuest Maker**: This site contains tools and resources for finding and creating WebQuests.
15. **Civilization V**: Sid Meier's Civilization is one of the most successful strategy game series ever created. This game lets multiple players match wits against history's greatest leaders as they employ exploration, construction, diplomacy, and conquest to build and rule an empire to stand the test of time.
16. **Girls Inc. Team UP**: This is an elementary problem-solving game in which a team of girls, each of whom has a unique ability, needs to solve spatial puzzles.

17. **The Sims**: The Sims is a life-simulation game that allows players' avatars to interact with one another as they go about daily life. Students can learn social and cooperative skills by playing the game and paying specific attention to the body language of their avatars and to their reactions to different situations.
18. **ePals**: This is one of the Internet's largest communities of collaborative classrooms engaged in cross-cultural exchanges, project sharing and language learning.
19. **The Teachers Corner**: This website allows teachers to search for classroom keypals by grade level as well as location. Clicking on a grade level brings up a world map showing pushpins on the locations of available keypals.
20. **Diigo**: Diigo allows you to save your bookmarks online and organize them by tags. You can also create groups so that other Diigo users can save to a common place for a project or topic of interest. The site allows users to network with one another to compare saved sites.
21. **Google Bookmarks**: This site allows you to store, categorize, and access your bookmarks using your Google login.
22. **Delicious**: With Delicious you can keep your favorite websites, music, books, and more in a place where you can always find them, share your favorites with students and colleagues, and discover new and interesting things by browsing popular and related items.
23. **Evernote**: Here you can store screenshots, pictures, documents, and websites and organize them by tag or topic.
24. **Moodle**: This is a free CMS – an open-source software package designed to help educators create effective online learning communities.
25. **Blackboard**: The Blackboard Academic Suite enables institutions to access any learning resource at any time from any place.
26. **Google Apps for Education**: Google Apps for Education lets school tech administrators provide e-mail, sharable online calendars, instant messaging tools, and even a dedicated website to faculty, students, and staff for free.
27. **Jigsaw Classroom**: This is the official website of the jigsaw classroom, a cooperative learning technique that helps students work together to learn content and skills.
28. **The University of Wisconsin – Stout**: several rubrics related to cooperative learning are available here.

Chapter 4: Cues, questions, and advance organizers

Websites	Apps	Other
The Differentiator (www.bydseed.com/differentiator)	Star Chart App iTunes Store	Bloom's Taxonomy Blooms Digitally (http://techlearning.com/article/8670) (article)
How Bridges Work (http://science.howstuffworks.com/bridge.htm)		For the Best Answers, Ask Tough Questions (http://faculty.philau.edu/kayk/KKay/articles/Best Answers.pdf)

		(article)
PBS Building Big Bridges (www.pbs.org/wgbh/buildingbig/bridge/index.html)		Bloom's Digitally (www.usl.edu/distance/bdt.htm)
NOVA Online Super Bridge (www.pbs.org/wgbh/nova/bridge/)		Why is it Important for Students to Learn About Bloom's Taxonomy? (blog) (http://larryferlazzo.edublogs.org/2011/05/07/why-is-it-important-for-students-to-learn-about-blooms-taxonomy)
BrainPOP (www.brainpop.com/technology/scienceandindustry/bridges/)		MindMeister
Webspiration Classroom (www.webspirationclassroom.com)		My Big Campus (www.mybigcampus.com)
Diigo		Advance Organizer (www.sesamestreet.org) Videos: Law & Order: The Missing M and The Alphabet with Kermit
BrainPOP Jr.		Discovery Education Streaming (http://streaming.discoveryeducation.com)
		The Internet Archive (www.archive.org)
		Google Video (http://video.google.com)
		Watch Know (www.watchknow.org)
		Creative Commons (www.creativecommons.com)

Chapter 4 Resource Descriptions:

1. **Bloom's Taxonomy Blooms Digitally:** This 2008 article by Andrew Churches suggests appropriate verbs for use at each level of Bloom's Taxonomy for both digital and traditional learning activities.
2. **For the Best Answers, Ask Tough Questions:** This is an outstanding article on the topic of essential questions, written by Joyce Valenza and originally published in the April 20, 2000, issue of the *Philadelphia Inquirer*. An essential question is one that requires the student to make a decision or create a plan. It requires more than simple research and regulation of answers. The article includes links to other resources addressing the topic of essential questions.
3. **Blooms Digitally:** This interactive graphic provides links to a variety of appropriate online tools for use at each level of Bloom's taxonomy.

4. **Why is it Important for Students to Learn About Bloom's Taxonomy:**
This excellent blog post by Larry Ferlazzo, published on May 7, 2011, discusses the importance of explicitly teaching what Bloom's taxonomy is to students. The article includes some great examples and links to many resources on Bloom's taxonomy.
5. **The Differentiator:** This unique website allows teachers to select items from lists of thinking skills, content areas, resources, products, and grouping strategies, then automatically creates a "students will" statement.
6. **Discovery Education Streaming:** Use this educational video collection to create an advance organizer at the onset of a learning activity. Assessment questions are also included with many of the videos.
7. **The Internet Archive:** Home to the "Way Back Machine" and Internet archives, this resource also has multiple video clips from the 20th century.
8. **Google Video:** This subsection of Google searches specifically for video clips using the key-words that you enter>
9. **Watch Know:** This directory features hundreds of thousands of good videos suggested by educators. They are reviewed, approved, and assigned to appropriate categories via wiki.
10. **Creative Commons:** Creative commons is a nonprofit organization that offers flexible copyright licenses for creative works. This engine searches for flexible copyright material – graphics, sounds, and publications – that are meant for public use.

Chapter 5: Nonlinguistic representations

Websites	Apps	Other
U.S. Geological Survey (http://neic.usgs.gov/neis/gis/qed.asc)	AirMiroPad App	Spread Sheet Software (http://davidwarlick.com)
Wolfram Alpha (www.wolframalpha.com)		Gapminder (www.gapminder.com)
		Kidspiration
Visuwords (www.visuwords.com)		Clipart (http://office.microsoft.com/clipart)
Snappy Words (www.snappywords.com)		Google Sky
Thinkmap's Visual Thesaurus (www.visualthesaurus.com)		Google Maps
Merriam-Webster's Visual Dictionary Online (http://visual.merriam-webster.com)		Google Earth
Google's Ancient Rome in 3D Curriculum Competition (www.google.com/educators/romecontest.html)		Sketch Up (http://sketchup.google.com/intl/en/industries/edu/primary.html)
http://sites.google.com/site/theromanrecord) (classroom examples and lesson plans for use with Google Earth)		Architecture WebQuest using Sketch Up at: http://sites.google.com/site/architecturewebq)

www.flashearth.com		Inspiration
http://maps.nationalgeographic.com/maps		*Key Note / Power Point Jefferson County Schools – PowerPoint Collection (http://jc-schools.net/ppt.html) PowerPoint in the Classroom (www.actden.com/pp) Keynote User Tips (www.keynoteuser.com/category/tips/) Keynote Theme Park (www.keynotethemepark.com/index.html)
www.freecad.com		iMovie
www.autocadws.com/mobile		Google Presentations
Prezi (http://prezi.com)		National Library of Virtual Manipulatives (http://nlvm.usu.edu/en/nav/vlibrary.html)
Nota (http://notaland.com)		*Physical Education: Konami's "Dance, Dance, Revolution Nintendo Wii and Kinect for Xbox 360
Digitales (www.digitales.us)		Animation Factory (www.animationfactory.com/help/tutorial.gif.html)
San Fernando Education Technology Team's iCan Film Festival (http://homepage.mac.com/sfett/html_movie/ican/4.html)		Go! Animate (http://goanimate.com/)
Animation 101 (http://library.thinkquest.org/25398/Clay/ClayHowTo.html)		
Make Beliefs Comix (www.makebeliefscomix.com)		
Zooburst (www.zooburst.com)		
The Flipped Class Network (http://vodcasting.ning.com/)		
Khan Academy (www.khanacademy.org)		
www.explorelearning.com (subscription-based)		
Knowitall.org (www.knowitall.org)		
Interactive Mathematics Activities (www.cut-the-knot.org/Curriculum/index.shtml)		

Conflict History (www.conflicthistory.com)		
Shodor (http://shodor.org/interactivate/activities)		
Our Timelines (www.ourtimelines.com)		
VTech (www.vtechkids.com)		

Chapter 5 Resource Descriptions:

1. **Jefferson County Schools – PowerPoint Collection:** This is a large collection of K-12 student and teacher PowerPoint presentations in all subjects.
2. **PowerPoint In the Classroom:** This is a fun, colorful website with two cartoon characters to guide you (or your students) through the basics of PowerPoint.
3. **Keynote User Tips:** This site has themes, tips, links, troubleshooting, and other stuff for Apple’s Keynote presentation software.
4. **Keynote Theme Park:** This is an ideal website for finding free theme downloads, recommended links, news, and tips.
5. **Animation Factory:** This site has tutorials from Animation Factory by Jupiterimages and a collection of royalty-free animated clip art on the Internet. It features more than 400,000 animations, video backgrounds, templates, backdrops, and web graphics.
6. **Go! Animate:** This site makes it easy for students to create animated clips.
7. **DigiTales:** Bernajean Porter’s website provides tools and examples to help teachers and students begin the process of digital storytelling. A section on evaluating student projects includes rubrics and scoring guides.
8. **San Fernando Education Technology Team’s iCan Film Festival:** Guided by their teacher, Marco Torres – an Apple Distinguished Educator and 2005 California Teacher of the Year – students have created and archived great examples of student videos.
9. **Animation 101:** This website offers great tutorials to help your students get started using hand-drawn and stop-motion animation.
10. **Make Beliefs Comix:** This free website allows students to create great-looking comic books around classroom lessons easily and quickly.
11. **Zooburst:** This site allows students to design great interactive virtual pop-up books.
12. **The Flipped Class Network:** This open network provides a social sharing and learning space for educators who are interested in the idea of the “flipped classroom.” The website is the brainchild of Aaron Sams and Jon Bergmann, two high school chemistry teachers in Colorado.
13. **Khan Academy:** This collection of 2,400 lessons has become a leading example of how video can be used for “anytime, anyplace” learning. Content includes mathematics, humanities, and science lessons.
14. **Knowitall.org:** Knowitall.org is South Carolina ETV’s educational web portal, a collection of fun, interactive websites for K-12 students. The site is

searchable by both subject and grade level and has support resources for teachers and parents.

15. **Interactive Mathematics Activities:** Java-based mathematics games are categorized by discipline. This site is appropriate for high school and even college students. In addition to algebra and geometry, there are games for logic, calculus, probability, and more.
16. **Conflict History:** The Conflict History website allows students to browse the timelines of conflicts across the globe. Clicking on an event shows where and when it took place and provides a link for finding more information.
17. **Shodor:** This website offers scores of interactives covering numbers and operations, geometry, algebra, probability, statistics, modeling, trigonometry, and calculus. A version is also available as an app for the iPad.
18. **Our Timeline:** This free web resource allows students to create a timeline of a person within the context of events that happened during his or her lifetime. Categories of events include historical events, technological advances, and disasters.

Chapter 6: Summarizing and note taking

Websites	Apps
Text Compactor (http://textcompactor.com)	Notes – built in to the iPhone, iPod Touch, iPad, and Mac computers.
Online Summarize Tool (www.tools4noobs.com/summarize)	Evernote
Ultimate Research Assistant (http://ultimate-research-assistant.com)	AudioNote
www.sfskids.org	Infinote
webspirationclassroom.com	PaperDesk
Google Docs (http://docs.google.com)	
Your Draft (www.yourdraft.com)	
Writeboard (www.writeboard.com)	
NoteStar (http://notestar.4teachers.org)	
ThinkFree (www.thinkfree.com)	
ThinkTank (http://thinktank.4teachers.org)	
Cornell Notes (http://coe.jmu.edu/LearningToolbox/cornelinotes.html)	
PrimaryPad (http://primarypad.com)	
TitanPad	
Lit Summary Podcast (www.learoutloud.com/Catalog/Literature/American-Classics/Lit-Summary-Podcast/24192#3)	
Township High School Summary Frames (www.d214.org/staff_services/si_summary_frame.aspx)	
The Jigsaw Method (http://olc.spsd.sk.co/de/PD/coop/page4.html)	
PB Works Wiki (http://pbworks.com)	

Chapter 6 Resource Descriptions:

1. **Notes**: This note-taking app is built into the iPhone, iPod Touch, and iPad. Using a simple yellow legal pad interface, students can take notes by typing or using a stylus.
2. **Evernote**: This app syncs with the user's online Evernote account. The user can collect notes by highlighting text, taking screenshots, or uploading pictures. Notes can be organized by tags.
3. **AudioNote**: This app allows students to draw or type notes while recording a voiceover. Upon playback, the app will highlight specific sections that were being drawn during a particular point in the audio recording.
4. **Infinote**: This app organizes notes using a virtual "corkboard" upon which students can place virtual "sticky notes."
5. **PaperDesk**: This app allows the user to choose from a variety of paper styles (e.g., white notebook paper, graph paper, yellow legal pads) on which to take notes. The app also includes an audio recording feature that allows students to verbally capture key points.
6. **Google Docs**: This free suite of office applications lets students import existing documents, including spreadsheets and presentations, or create new ones from scratch. Documents are stored on the cloud and are accessible on any browser. Other users can be invited to help edit the document.
7. **YourDraft**: This free online editor allows fast and flexible drafting. Users can give others the right to edit, or only to read their page and add replies.
8. **Writeboard**: This website allows users to create sharable documents, save every edit, revert to previous versions, and compare changes.
9. **NoteStar**: NoteStar allows students to take information from the web, organize it, and automatically create citations in either MLA or APA style. Teachers can also establish projects and assign individual students sections of the project to complete. This site is designed for students in grades 4-12.
10. **ThinkFree**: Similar to Google Docs, ThinkFree is a free office suite available online. Users can collaborate to prepare documents, spreadsheets, and presentations.
11. **ThinkTank**: Designed for grades 3-8, ThinkTank allows students to use online tools to zero in on a project topic. The site is organized in a kind of narrative frame in that it uses a series of questions to prompt users as they develop the project. This site also allows with NoteStar as students begin to work on their project.
12. **Cornell Notes**: Many schools use Cornell Notes as a school- or district-wide strategy. This site, from the Learning Toolbox, provides a good tutorial on making Cornell Notes.
13. **TypeWith.me**: This easy-to-use web tool allows for real-time collaborative summarizing and note taking without having to create an account or sign in. Students are assigned a highlight color so that it is easy to see who contributed which selection of text. The site also has a chat feature that students can use to talk about their work. Students invite collaborators by

simply sharing the unique URL of their document. (Similar websites to this one are <http://primarypad.com> and <http://titanpad.com>)

14. **Lit Summary Podcast:** Each episode of this podcast contains an audio summary of a classic book in Western Literature.
15. **Township High School Summary Frames:** This website from Township High School in Arlington Heights, Illinois, offers many downloadable examples of summary frames alongside directions for using them.
16. **The Jigsaw Method:** This website from Saskatoon Public Schools in Saskatchewan, Canada, offers some great resources on the Jigsaw Method for helping students to summarize a large body of knowledge collaboratively.

Chapter 7: Assigning homework and providing practice

Websites	Apps	Other
*Flipped Classroom Info: (www.thedailyriff.com/articles/how-the-flipped-classroom-is-radically-transforming-learning-536.php)	BrainPOP app for iPad	BattleGraph (plottin points game) (http://sarah.lodick.com/edit/powerpoint_game/battlegraph/battlegraph.ppt)
Khan Academy (www.khanacademy.org)	Rocket Math – Apple App Store & Android Market	ComputED Gazette’s Education Software Review Awards and Best Educational Software Awards (www.computedgazette.com/page3.html)
BrainPOP (www.brainpop.com) BrainPOP Jr. (www.brainpopjr.com)		The Software and Information Industry Association’s CoDIE Awards (www.siia.net/codies)
Cognitive Tutor (www.carnegielearning.com/specs/cognitive-tutor-overview)		Discovery Education’s Best Educational Software (http://school.discovery.com/parents/reviewcorner/software?)
Dimension U (www.dimensionu.com)		BBC Skillswise
GiSE (www.gise.rice.edu/gamelinks.html)		National Library of Virtual Manipulatives
PBS Kids’ Cyberchase (www.pbs.org/parents/cyberchase)		Flashcard Exchange (www.flashcardexchange.com)
Ed Heads (http://edheads.org)		Hurricane Strike! (http://meted.ucar.edu/hurricane/strike/index.htm)
ForWord Reading Series (www.scilearn.com/products/fast-forward-reading-series)		Writeboard (http://writeboard.com)
Explore Learning’s Gizmos (www.explorelearning.com)		Google Chat

Skype		
Twitter		

Chapter 7 Resource Descriptions:

1. **ComputED Gazette's Education Software Review Awards:** These awards also known as EDDIEs and the BESSIEs, recognize innovating software for education. Categories include Early Learning, Early Elementary, Upper Elementary, Middle School, High School/Post-Secondary, Internet Tools, Educational Websites, and Teacher Productivity Tools.
2. **The Software and Information Industry Association's CoDIE Awards:** Entries for these annual awards are nominated by users. The awards recognize software in various industries, including education. Among the awards is the Education Newcomer Award.
3. **Discovery Education's Best Educational Software:** Discovery Education's educational software review is compiled after testing software with children and parents. Testers look for well-designed products that encourage students as they learn. Each review provides a detailed synopsis of appropriate age, content, and caveats.
4. **BBC Skillswise:** This resource from the BBC includes a Numbers section and a Words section. Within these sections are concept areas containing worksheets, games, and quizzes appropriate for grades 3-8. Among the concepts covered are punctuation, fractions, suffixes, and multiplication.
5. **National Library of Virtual Manipulatives:** This resource from Utah State University contains many virtual manipulatives to help students in grade preK-12 better understand mathematics concepts. Some of the manipulatives include base blocks, geoboards, algebra tiles, algebra balance scales, and various puzzles.
6. **Flashcard Exchange:** This resource allows teachers and students to generate custom virtual flashcards and access flashcards others have created. Teachers can create study guides for students or allow students to create their own. Students also can play "memory" with the card stack.
7. **Hurricane Strike!** This simulation from the University Corporation for Atmospheric Research in Boulder, Colorado, takes students through tutorials about hurricanes and helps them apply what they've learned to make decisions as a hurricane approaches.
8. **Rocket Math:** Rocket Math is a free math app appropriate for children of all ages. Children are able to practice basic mathematical functions or work on telling time, handling money, and identifying three-dimensional shapes. As players successfully complete math problems, all of which are formatted into game-like interfaces, they earn virtual money. That money can then be used to build a personalized rocket ship.

Chapter 8: Identifying similarities and differences

Websites	Apps	Other
"I Have A Dream" speech:	Google	Microsoft Word's SmartArt

www.americanrhetoric.com/speeches/mlkihadream.htm	Apps for Education	
www.factmonster.com/ipka/A0875450.html		www.clipart.com
www.teachervision.fen.com/astronomy/lesson-plan/353.html		Bug Catcher (interactive game) www.museum.vic.gov.au/bugs/catcher/index.aspx
www.timeanddate.com		www.gapminder.org
www.worldmapper.org		Kidspiration
*Compare education levels & careers: www.schools.com/tools/career_outlook		Inspiration
www.wolframalpha.com		

Chapter 8 Resource Descriptions: Not Provided by Text

Chapter 9: Generating and testing hypotheses

Websites	Apps	Other
www.globalschoolnet.org	Keynote app on iPad	http://office.microsoft.com > Training > Excel
http://collaboratory.nunet.net	Isaac Newton's Gravity HD	Keynote
Realityworks (www.realityworks.com)	Angry Birds	Real-Career Business Finance Simulation from Realityworks (www.realityworks.com/businesssimulations/index.asp)
Smog City (www.smogcity.com)	Star Chart	Experimental Inquiry Game: Practicing with the Catapult (www.lcse.umn.org/specs/labs/catapult/practice.html)
NOVA Building Big (www.pbs.org/wgbh/buildingbig)	Tiny Tower	Zoo Matchmaker (www.mnzoo.com/education/games/matchmaker/index.html)
Plimoth Plantation's You Are the Historian (www.plimoth.org/learn/thanksgiving-interactive-you-are-historian)		Windward (http://broadband.circonline.org/windward/default.aspx)
PrimaryAccess (www.primaryaccess.org)		Hurricane Strike! (http://meted.ucar.edu/hurricane/strike/index.htm)
		Explore Learning (www.explorelearning.com)

Chapter 9 Resource Descriptions:

1. **Smog City:** This resource engages students in a systems analysis by allowing them to set parameters for weather, population, and emissions, then to see the effects on the ozone levels.
2. **NOVA Building Big:** This resource helps students learn about bridges, domes, skyscrapers, dams, and tunnels. In each activity, students apply what they have learned to problem solve a fictional city's needs by deciding which structure is best for each situation.
3. **Plimoth Plantation's You Are the Historian:** This in-depth historical investigation helps students use primary sources in order to distinguish fact from lore about the first Thanksgiving. Students actively investigate sources from 1621 in order to make hypotheses about what actually happened.
4. **Primary Access:** This website enables you to combine text, audio, and images into compelling personal narratives and digital stories using a simple moviemaking program. You can choose digital images from archives including the Library of Congress, upload your own images or audio, record audio online, save movies with unique web addresses, retrieve movies for editing, and sharing movies with others.
5. **Practicing with the Catapult:** This experimental inquiry game allows students to adjust a catapult's height, projectile velocity, launch angle, and other factors. The student must predict how the variables will affect the catapult's ability to land a hit on a building.
6. **Zoo Matchmaker:** This resource from the Minnesota Zoo helps students learn about the decisions that zookeepers need to make in order to control diseases while keeping the genetic pool diverse.
7. **Windward!** This game helps students learn about weather and wind patterns across the world's oceans and then asks them to use that knowledge to navigate a ship around the world.
8. **Hurricane Strike!** This simulation from the University Corporation for Atmospheric Research in Boulder, Colorado, takes students through tutorials about hurricanes and helps them apply what they've learned to make decisions as a hurricane approaches.
9. **ExploreLearning:** Using the interactive manipulatives known as gizmos, students can generate and test hypotheses on a number of subjects: the genetic makeup of mice, balancing chemical reactions, comparing and ordering fractions, and estimating population sizes, to name a few.
10. **Isaac Newton's Gravity HD:** Hosted by an animation of Sir Isaac Newton, this game is a physics puzzler with 50 stages. Students use various objects to preserve the momentum of a dropping ball.
11. **Angry Birds:** One of the most popular iPad apps, Angry Birds provides an enjoyable and entertaining way for students (and their teachers) to apply the Laws of physics.
12. **Star Chart:** This app is a must-have for anyone teaching astronomy. Using GPS technology, Star Chart calculates the current location of all

the stars and planets visible from Earth in real time and shows you precisely where they are – even in broad daylight. (This app is also available in the Android Marketplace).

13. **Tiny Tower**: This 8-bit-style game allows students to build floors on a tower to attract “biti-zens.” Students then manage, hire, evict, and so on.

Citation:

Pitler, Howard; Hubbell, Elizabeth R.; Kuhn, Matt, (2012). ***Using Technology with Classroom Instruction that Works***. 2nd ed. Denver, Colorado: McReal.

Compiled By: Taryn Olafson, junior in Tennessee Technological University’s Teacher Education Program.
Compiled On: April 20, 2013